

2.4 GHz Multi-Handset Expandable Cordless Telephone with Digital Answering System

43-3871

Memo Recording — lets you leave messages for yourself or others in your home or office, or record your phone conversations. (See “Voice memo” on page 61.)

Phone Pick-Up Detection — stops recording when you pick up any phone on the same line as the answering system, and resets to answer the next call.

Call Screening — lets you listen as a caller leaves a message. (See “Screening a Call” on page 57.)

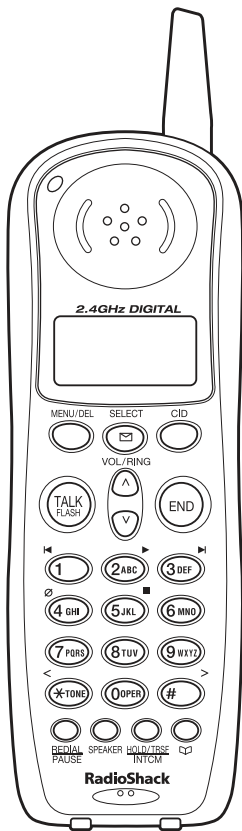
Speakerphone — lets you conduct a hands-free conversation using the handset and base speaker. (See “Making and Receiving Calls” on Page 26)

Handset Remote Operation — lets you listen to your incoming messages from the handset. (See “Remote Operation” on page 62.)

Message Alert — beeps when you have new incoming message. (See “Setting the Message Alert” on 55.)

Convenient Extension Placement — lets you place accessory handsets (up to four total) anywhere you have an AC outlet, regardless of phone jack location.

Call Waiting/Caller ID — lets you answer a call even when you're on the phone and see who's calling before you answer.



! IMPORTANT !

If an icon appears at the end of a paragraph, go to the box on that page with the corresponding icon for pertinent information.

! — Warning ! — Important ⚡ — Caution □ — Note

OWNER'S MANUAL

Please read before using this equipment.



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INTRODUCTION

Thank you for purchasing a RadioShack 2.4 GHz Multi Handset Expandable Cordless Telephone. Unlike other conventional cordless telephones, your telephone supports up to four handsets on a single telephone line. You can add a handset to any room in your home or office that has an AC outlet. No more running to the other end of the house to answer the phone! You can transfer outside calls to other handsets. If you subscribe to Call Waiting with Caller ID, the phone shows you the incoming caller information, even when you are already talking on the phone.

Cordless phones require AC power to operate. When the power is off, you cannot make or receive calls by using your phone. You should also have a phone that does not need AC power to operate (not a cordless phone), so you can still make and receive calls if there is an AC power failure. !

The digital answering system stores up to 12 minutes of messages on a computer chip and records each message's day and time. This gives you advanced capabilities over tape-based answering machines:

- You can delete individual messages and save the rest.
- There are no tapes to bother with and no tape mechanisms to wear out.

The remote operation feature lets you operate your answering system from a touch-tone phone (or from a rotary phone with a pocket tone dialer).

! IMPORTANT !

- When AC power is lost, the phone loses the digital security code connection between the base and the handset. When power is restored, put the handset on the base briefly to restore this connection so you can use the handset.
- Your phone operates on standard radio frequencies as allocated by the FCC.
- It is possible for other radio units operating nearby on similar frequencies to unintentionally intercept your conversation or cause interference. This possible lack of privacy can occur with any cordless phone.



As an ENERGYSTAR Partner, RadioShack Corporation has determined that this product meets the ENERGYSTAR guidelines for energy efficiency.

IMPORTANT INFORMATION

This telephone has been tested and found to comply with all applicable UL and FCC standards.

FCC STATEMENT

Your telephone complies with Part 68 of the FCC Rules. Upon request, you must provide the phone's FCC registration number and REN to your phone company. These numbers are on the base unit.

Your phone is not intended to be used with party-line systems. Connection to party line service is subject to state tariffs. Contact the state public utility commission, public service commission, or corporation commission for information. ☑

We have designed your phone to conform to federal regulations, and you can connect it to most telephone lines. However, each phone (and each device, such as a telephone or answering machine) that you connect to the telephone line draws power from the telephone line. We refer to this power draw as the device's ringer equivalence number, or REN on the back of your phone.

NOTE

You must not connect your phone to:

- coin-operated systems
- most electronic key telephone systems

WARNING: To reduce the risk of fire or shock hazard, do not expose this product to rain or moisture.



CAUTION

RISK OF ELECTRIC SHOCK DO NOT OPEN



CAUTION: TO REDUCE THE RISK OF ELECTRIC SHOCK, DO NOT REMOVE COVER OR BACK. NO USER-SERVICEABLE PARTS INSIDE. REFER SERVICING TO QUALIFIED PERSONNEL.



The lightning symbol is intended to alert you to the presence of uninsulated dangerous voltage within this product's enclosure that might be of sufficient magnitude to constitute a risk of electric shock. Do not open the product's case.



The exclamation symbol is intended to inform you that important operating and maintenance instructions are included in the literature accompanying this product.

If you use more than one phone or other device on the line, add up all of the RENs. If the total is more than five (three in rural areas), your telephones might not ring. If ringer operation is impaired, remove a device from the line.

In the unlikely event that your phone causes problems on the phone line, the phone company can temporarily discontinue your service. If this happens, the phone company attempts to notify you in advance. If advance notice is not practical, the phone company notifies you as soon as possible and advises you of your right to file a complaint with the FCC.

Also, the phone company can make changes to its lines, equipment, operations, or procedures that could affect the operation of this phone. The telephone company notifies you of these changes in advance, so you can take the necessary steps to prevent interruption of your telephone service.

This device complies with part 15 of the FCC rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) This device must accept any interference received, including interference that may cause undesired operation. Privacy of communications, may not be ensured when using this phone.

SURGE PROTECTION

Your telephone has built-in protection circuits to reduce the risk of damage from surges in telephone line and power line current. These protection circuits meet or exceed the FCC requirements. However, lightning striking the telephone or power lines can damage your telephone.

Lightning damage is not common. Nevertheless, if you live in an area that has severe electrical storms, we suggest that you unplug your phone when storms approach to reduce the possibility of damage.

IMPORTANT SAFETY INSTRUCTIONS

When using your telephone equipment, basic safety precautions should always be followed to reduce the risk of fire, electric shock and injury to persons, including the following:

1. Do not use this product near water, for example, near a bathtub, wash bowl, kitchen sink, or laundry tub, in a wet basement or near a swimming pool.
2. Avoid using a telephone (other than a cordless type) during an electrical storm. There may be a remote risk of electric shock from lightning.
3. Do not use the telephone to report a gas leak in the vicinity of the leak.
4. Use only the power cord and batteries indicated in this manual. Do not dispose of batteries in a fire. They may explode. Check with local codes for possible special disposal instructions.

SAVE THESE INSTRUCTIONS

IMPORTANT CALLER ID INFORMATION

To use Caller ID and Call Waiting, you must be in an area where those services are available and you must subscribe to those services through your local phone company. Where Caller ID is offered, one or more options are generally available:

- caller's number only
- caller's name only
- caller's name and number

If you subscribe to Call Waiting ID and Caller ID, the system can show you the incoming caller information, even when you are already talking on the phone.

READ THIS BEFORE INSTALLATION

We have designed your phone to conform to federal regulations and you can connect it to most phone lines. However, each device that you connect to the telephone line draws power from the line. We refer to this power draw as the phone's ringer equivalence number, or REN. The REN is on the bottom of your phone.

If you use more than one phone or other device on the line, add up all the RENs. If the total is more than five (three in rural areas), your phones might not ring. If ringer operation is impaired, remove one of the devices from the line.

INSTALLATION

Before using your phone, carefully peel the protective film off the display. The film protects the handset window during shipment and is not necessary for use.

SELECTING A LOCATION

You can place the phone's base on a desk or table, or mount it on a standard wall plate or directly on a wall. Select a location that is: ✓

- near an accessible AC outlet
- near a telephone line jack
- out of the way of normal activities
- away from electrical machinery, electrical appliances, metal walls or filing cabinets, wireless intercoms, alarms, and room monitors
- away from other cordless phones


The base's location affects the handset's range. If you have a choice of several locations, try each to see which provides the best performance.

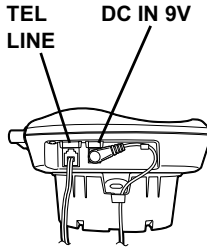
Your telephone connects directly to a modular telephone line jack. If your telephone wiring does not have a modular jack, you can update the wiring yourself using jacks and adapters (available at your local RadioShack store), or have the telephone company update the wiring for you. You must use compatible modular jacks that are compliant with Part 68 of FCC Rules. ✓

✓ NOTES ✓


- If your home has specially wired alarm equipment connected to the telephone line, be sure that installing the system does not disable your alarm equipment. If you have questions about what will disable alarm equipment, contact your telephone company or a qualified installer.
- The USOC number of the jack to be installed is RJ11C (or RJ11W for a wall plate jack).

On a Desk Top

1. Plug one end of the supplied long modular cord into the **TEL LINE** jack on the back of the base.
2. Plug the modular cord's other end into a modular phone line jack.
3. Insert the supplied AC adapter's barrel plug into the **DC IN 9V** jack on the back of the base. 
4. Route the adapter's cord through the strain relief slot on the base, then plug the adapter into a standard AC outlet.
5. Lift the base's antenna to a vertical position.



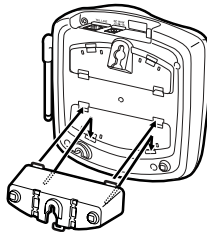
CAUTION

 You must use a Class 2 power source that supplies 9V DC and delivers at least 400 mA. Its center tip must be set to positive and its plug must fit the phone's **DC IN 9V** jack. The supplied adapter meets these specifications. Using an adapter that does not meet these specifications could damage the phone or the adapter.

On a Wall Plate or Wall

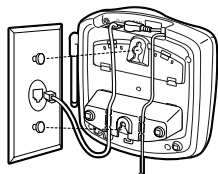
To mount the phone directly on a wall, you need two screws (not supplied) with heads that fit into the keyhole slots on the base. Drill two holes $3\frac{15}{16}$ inches apart. Thread a screw into each hole, letting the heads extend about $\frac{1}{8}$ inch.

1. Detach the bracket from the bottom of the base.
2. Insert the two tabs at the top of the narrow end of the supplied bracket into the base's upper tab slots, then press down on the bracket's latches and insert them into the lower slots.



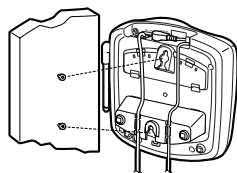
3. Plug one end of the supplied modular cord (short for a wall plate, long for direct wall mounting) into the **TEL LINE** jack on the base's back.
4. Insert the supplied AC adapter's barrel plug into the **DC IN 9V** jack.

5. Route the adapter and modular cords through the base's grooves.



6. For a wall plate, plug the modular cord's other end into the wall plate jack, then align the base's keyhole slots with the wall plate studs and slide the base downward to secure it.

For direct wall mounting, align the base's keyhole slots with the mounting screws and slide the base downward to secure it.



7. Plug the adapter into a standard AC outlet.
8. Lift the base's antenna to a vertical position.

CONNECTING/CHARGING THE BATTERY PACK

The phone comes with a rechargeable nickel-metal hydride (Ni-MH) battery pack in the handset, but not connected. Before using your phone, you must connect the battery pack, then charge it for about 15–20 hours.

1. Press down and slide off the battery compartment cover.
2. Lift the battery pack out of the compartment.
3. Plug the battery pack's connector into the socket in the compartment (the connector fits only one way), then place the battery pack in the compartment.
4. Replace the cover.

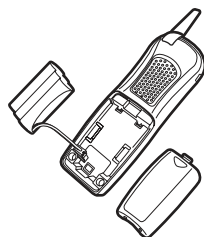
To charge the battery pack, place the handset on the base. The **CHARGE** indicator on the base lights.

Recharge the battery pack when **Low Battery** flashes on the display.

If you have trouble replacing the battery pack, take the phone to your local RadioShack for assistance.

Recharging the Battery Pack

- If the battery pack becomes weak during a call, **Low Battery** flashes. When this happens, you cannot make a call until you recharge the battery pack.!
- If the display is blank and the phone does not work, recharge the battery pack. (The battery power might be too low to light the display.)
- About once a month, fully discharge the battery by keeping the handset off the base until **Low Battery** flashes on the display. Otherwise, the battery pack loses its ability to fully recharge.
- Using a damp cloth, clean the charging contacts on the handset about once a month.




! IMPORTANT !

Be sure the battery pack is properly connected before you try to charge it. The **CHARGE** indicator lights when the handset is on the base, even if the battery pack is not connected.

 **WARNING** 

Dispose of the old battery pack promptly and properly. Do not burn or bury it.

There is a risk of explosion if battery is replaced by an incorrect type. Dispose of used batteries according to the instructions.

- If you are not going to use your phone for an extended period, disconnect the battery pack. This increases the battery pack's usable life.
- The supplied battery pack should last for about a year. If the battery pack does not hold a charge for more than 2 hours after an overnight charge, replace it with a new 3.6-volt, 800 mAh battery pack with a connector that fits the socket in the battery compartment. You can order a replacement battery pack through RadioShack. Install the new battery pack and charge it for about 15–20 hours. 

SETTING MENU OPTIONS

ABOUT THE MENU OPTIONS

There are 6 main menu setup options, (DirectLink® Mode, Room Monitor, Handset Setup, Answ. Setup, Global Setup and System Reset) and 20 submenu options. ☞

SUMMARY OF MAIN MENU OPTIONS AND SUBMENU OPTION

DirectLink Mode

DirectLink Mode allows a pair of handsets to work without the base unit for direct handset-to-handset communication, like a pair of walkie-talkie. Use them at sporting events or while shopping to stay in contact with family members or friends. You must set the two handsets to DirectLink Mode to utilize this feature.

Room Monitor

This feature allows you to monitor sounds in another room (see page 18 for setup). One handset or the base is placed in the desired room to monitor (acts as remote mic), and the other handset is placed near listener (remote speaker). This is useful for monitoring child activities.

NOTE

During Global Setup and System Reset, make sure your cordless phone is in standby mode (not in use), and all handsets are within range of the main base unit.

Handset Setup

The following submenu options must be set separately for each handset.

Submenu option	Description
Ringer Tones (Default is <i>Flicker</i>)	Adjusting the ringer tone (see page 18).
Distinct. Ring (Default is <i>on</i>)	Set the distinctive ring (tone your phone makes when ringing) (see page 19). "Distinctive Ringer" allows you to preset memory locations with a designated ring tone. When an incoming call is received and the Caller ID information matches the information in one of the memory locations, the distinctive ring that has been stored for that particular Caller will sound. If you have set multiple memory locations with distinctive rings, switching the setting to "Distinctive Off" will result in no distinctive ringing. All incoming calls will have a normal ring tone. Switching to "Distinctive On" will activate all programmed distinctive ring memory locations.
AutoTalk (Default is <i>off</i>)	Allows you to answer the phone without pressing TALK/FLASH or SPEAKER . When the AutoTalk is set to On, simply remove the handset from the cradle and the phone automatically answers the call (see page 19).
Anykey Answer (Default is <i>off</i>)	Allows you to answer the phone without pressing TALK/FLASH or SPEAKER . When the Anykey Answer is On, you can answer a call by pressing any number key, * /tone/< or #/> on the handset (see page 20).
Banner (<i>True Banner</i>)	Customize your handset(s) by giving it a banner name. The name will be displayed on the LCD screen during standby mode, Intercom, Transfer, Room Monitor and Copy Phonebook operation. The banner name will be displayed on the receiving handset as well (see page 20).
Language (Default is <i>English</i>)	The menu display options can be set to English, French or Spanish for easy setup use (see page 20).
Key Touch Tone (Default is <i>on</i>)	Allows you to set your phone's key touch-tone to On or Off (tone your keypad makes when keys are pressed) (see page 20).

Answering Setup

This main menu option allows you to set up TAD settings from your handset. You can also set these submenu options from the base (see page 52).

Submenu option	Description
Security Code	Select a two-digit Personal Identification Number (PIN) code. A PIN code is required to play your messages from a remote location, you will need to enter a two-digit PIN code (see page 21).
Ring Time	Allows you to set the number of rings the caller hears before your answering system plays the outgoing message. You can set the ring time to answer after two, four, or six rings. Setting "TS" (Toll Saver), the answering system picks up after two rings if you have new messages, and after four rings if there are none (see page 21).
Record Time	Set the duration for recording the incoming messages. You have three record time options. The options "1 minute" or "4 minutes" set the duration for recording the incoming messages. "Announce only" answers the call with the preset greeting or your personal greeting but prevents the caller from leaving a message (see page 21).
Message Alert	Lets you know when you have a new incoming message by sounding a short alert tone (see page 22).
Language	Select the Language of your answering system announcements from English, French, or Spanish (see page 22).
Call Screen	Allows you to screen an incoming call before answer the call. Set the call-screening feature to On or Off (see page 22).

Global Setup

If you change one of the Global settings, you change the setting for all additional handsets. Only one handset can change Global settings at a time.

Submenu option	Description
Day & time	Set the day and time of your display (see page 23).
CIDCW (Default is <i>CW on/</i> <i>CWDX off</i>)	Set the Caller ID on Call Waiting (CIDCW) setting. CIDCW performs the same as regular Caller ID on a call waiting number (see page 23). Call Waiting Deluxe allows you to handle call waiting calls in seven different ways (see page 43).
Area Code	Store or edit the area code. If you enter a 3-digit area code number in the "Area Code" option, your local area code does not appear in the Caller ID message. For calls received from outside your local area code, you will see a full 10-digit number (see page 23). Note: If your calling area requires 10-digit dialing, do not program this option.
Dial Mode (Default is <i>tone</i>)	Set the dial mode to tone or pulse (see page 24). Most phone systems use tone dialing, which sends DTMF tone through phone line, the default setting is tone dialing. Depends on your dialing system, set the dial mode.
Copy Phonebook	Allow you to transfer the phonebook data stored in one handset to another handset (see page 24).

System Reset

System Reset is used to clear the handset's ID from the main base unit, or the base ID from the handset.

Submenu option	Description
De-register HS	Clear the handset ID from the base. Use this option, for example, when you change the digital security code (see page 25).
Replacing Base	Clear the base ID. Use this option, for example, if you wish to deregister the base to use the handset with 43-3570 (see page 25).

SETTING UP THE MENU

Entering the Menu

1. Press **MENU/DEL** in standby mode.
2. Use **VOL/RING/ ^** or **VOL/RING/ v** to move the pointer to a desired main menu (DirectLink Mode, Room Monitor, Handset Setup, Answ. Setup, Global Setup, and System Reset).
3. Press **SELECT/☒** to select the desired main menu.
4. Use **VOL/RING/ ^** or **VOL/RING/ v** to select a desired submenu and then press **SELECT/☒** to enter.
In the submenu, use **VOL/RING/ ^** or **VOL/RING/ v** to select an item. Press **SELECT/☒** to confirm your selection.
For detailed instructions, see the following sections for the desired submenu.
5. To exit the menu, press **END** or place the handset to the cradle.

DirectLink Mode

Using the DirectLink Mode

1. Enter the DirectLink Mode menu (see "Entering the Menu" on page 17).
To enter DirectLink mode press [SELECT] appears.
2. Press **SELECT/☒** to enter the DirectLink mode. You will hear a confirmation tone, and **DirectLink Mode Complete** appears.
3. To return back to the normal mode, exit the DirectLink mode. To exit the DirectLink mode, press **MENU/DEL**, and then **SELECT/☒**, or return the handset to the cradle.

Room Monitor

Using Room Monitor

1. Enter the Room Monitor menu (see “Entering the Menu” on page 17).
To Room Monitor appears.
2. Select the handset or base you want to monitor by using **VOL/RING/ ^** or **VOL/RING/ v**.

When monitoring the other handset, be sure the other handset is facing up so the microphone can pick up the sound clearly.

3. Press **SELECT/☒**.
RoomMonitor appears and you hear sounds in the room where the handset is installed.

Handset speaker is on the rear side. Place the handset so the speaker is not covered.

4. To finish the Room Monitor, press **END** or return the handset to the cradle.

Handset Setup

Selecting a Ringer Tone

1. Enter the Handset Setup menu, and then the Ringer Tones submenu (see “Entering the Menu” on page 17).

There are 10 ringer tones or 10 melodies to choose from.

- Ringers [Flicker, Clatter, Soft Alert, Wake Up, Light Bug, Beep Boop, Tone Board, Chip Chop, Party Clap, Reminder]

- Melodies [Beethoven's Symphony #9 (Beethoven9), For Elise (Elise), We Wish You A Merry Christmas (Merry- Xmas), Home Sweet Home (Hm Swt Hm), Lorri Song #6 (Lorri Song), When the Irish Eyes Are Smiling (Irish Eyes), Aura Lee, Let Me Call You Sweet Heart (Sweetheart), Star Spangled Banner (Star Spngl), Old MacDonald (Old MacDld)]
2. Press **VOL/RING/ ^** or **VOL/RING/ ~** to move the pointer. You will hear the ringer or melody as you scroll through the options.
 3. Press **SELECT/☒**. You will hear a confirmation tone.

Distinctive Ringer Setup

1. Enter the Handset Setup menu, and then the Distinct. Ring submenu (see "Entering the Menu" on page 17).
2. Press **VOL/RING/ ^** or **VOL/RING/ ~** to select **On** or **Off**.
3. Press **SELECT/☒**. You will hear a confirmation tone.

Setting the AutoTalk

1. Enter the Handset Setup menu, and then the Auto Talk submenu (see "Entering the Menu" on page 17).
2. Press **VOL/RING/ ^** or **VOL/RING/ ~** to select **On** or **Off**.
3. Press **SELECT/☒**. You will hear a confirmation tone.

Setting the Anykey Answer

1. Enter the Handset Setup menu, and then the Anykey Answer submenu (see “Entering the Menu” on page 17).
2. Press **VOL/RING/ ^** or **VOL/RING/ ~** to select **On** or **Off**.
3. Press **SELECT/☒**. You will hear a confirmation tone.

Setting the True Banner

1. Enter the Handset Setup menu, and then the Banner submenu (see “Entering the Menu” on page 17).
2. Use the number keypad (**0-9**), ***/tone/<#/>**, or **MENU/DEL** to enter or edit the name.
3. Press **SELECT/☒**. You will hear a confirmation tone.

Selecting a Language

1. Enter the Handset Setup menu, and then the Language submenu (see “Entering the Menu” on page 17).
2. Press **VOL/RING/ ^** or **VOL/RING/ ~** to choose **English**, **Français** (French), or **Español** (Spanish).
3. Press **SELECT/☒**. You will hear a confirmation tone.

Setting the Key Touch Tone

1. Enter the Handset Setup menu, and then the Key Touch Tone submenu (see “Entering the Menu” on page 17).
2. Press **VOL/RING/ ^** or **VOL/RING/ ~** to select **On** or **Off**.

3. Press **SELECT/☒**. You will hear a confirmation tone.

Answering System Setup

You can also make these setting from the base (see page 52).

Setting a PIN Code

1. Enter the Answ. Setup menu, and then the Security Code submenu (see "Entering the Menu" on page 17).
2. Enter a two-digit PIN code (01-99) using the number keypad (**0-9**).
3. Press **SELECT/☒**. You will hear a confirmation tone.

Setting the Ring Time

1. Enter the Answ. Setup menu, and then the Ring Time submenu (see "Entering the Menu" on page 17).
2. Press **VOL/RING/ ^** or **VOL/RING/ ~** to select a Ring Time (**Toll Saver**, **2 Times**, **4 Times**, or **6 Times**).
3. Press **SELECT/☒**. You will hear a confirmation tone.

Setting the Record Time

1. Enter the Answ. Setup menu, and then the Record Time submenu (see "Entering the Menu" on page 17).
2. Press **VOL/RING/ ^** or **VOL/RING/ ~** to select Record Time (**1 Minute**, **4 Minutes**, or **Announce Only**).
3. Press **SELECT/☒**. You will hear a confirmation tone.

Setting the Message Alert On or Off

1. Enter the Answ. Setup menu, and then the Message Alert submenu (see “Entering the Menu” on page 17).
2. Press **VOL/RING/ ^** or **VOL/RING/ ~** to select **On** or **Off**.
3. Press **SELECT/☒**. You will hear a confirmation tone.

Setting the Language of your Answering System

1. Enter the Answ. Setup menu, and then the Language submenu (see “Entering the Menu” on page 17).
2. Press **VOL/RING/ ^** or **VOL/RING/ ~** to choose **English**, **Français** (French), or **Español** (Spanish).
3. Press **SELECT/☒**. You will hear a confirmation tone.

Setting the Call Screen

1. Enter the Answ. Setup menu, and then the Call Screen submenu (see “Entering the Menu” on page 17).
2. Press **VOL/RING/ ^** or **VOL/RING/ ~** to select **On** or **Off**.
3. Press **SELECT/☒**. You will hear a confirmation tone.

Global Setup

When a Global setting is changed from one handset, this affects all registered handsets.

Setting Day and Time

1. Enter the Global Setup menu, and then the Day & Time submenu (see “Entering the Menu” on page 17). ✓
2. Press **VOL/RING/ ^** or **VOL/RING/ ~** to select the day of the week, and then press **SELECT/☒**.
3. Press **VOL/RING/ ^** or **VOL/RING/ ~** to set hour, and then press **SELECT/☒**.
4. Press **VOL/RING/ ^** or **VOL/RING/ ~** to set minute and then press **SELECT/☒**.
5. Press **VOL/RING/ ^** or **VOL/RING/ ~** to choose **AM** or **PM** and then press **SELECT/☒**. You will hear a confirmation tone.

Setting CIDCW (Caller ID on Call Waiting)

1. Enter the Global Setup menu, and then the CIDCW submenu (see “Entering the Menu” on page 17).
2. Press **VOL/RING/ ^** or **VOL/RING/ ~** to select **CW On/CWDX On**, **CW On/CWDX Off**, or **CW Off/CWDX Off** and then press **SELECT/☒**. You will hear a confirmation tone.

Setting the Area Code

When the area code has already been stored in memory, the stored area code will be displayed. To change it, use **MENU/DEL** and number keys to enter the new area code.

1. Enter the Global Setup menu, and then the Area Code submenu (see “Entering the Menu” on page 17).

NOTES

- You can set the clock either by the handset or base (see “Setting the Time” on page 52).
- For setting the day and time, the idle time-out is extended to 2 minutes.

NOTES

- If you receive a call, the transfer will be canceled.
- If an error occurs, the phonebook locations transferred before the error were stored in the receiving handset. **Unavailable** appears on the display.
- When the memory of the receiving handset is full, **Not enough memory in Receiving Handset** appears. You cannot transfer the phone book location.

2. Press the number keypad (0-9) to enter a 3-digit area code.
3. Press **SELECT/☒**. You will hear a confirmation tone.

Setting the Dial Mode

1. Enter the Global Setup menu, and then the Dial Mode submenu (see "Entering the Menu" on page 17).
2. Press **VOL/RING/ ^** or **VOL/RING/ v** to select **Tone** or **Pulse** (the initial setting is Tone).
3. Press **SELECT/☒**. You will hear a confirmation tone.

Copy Phonebook

1. Enter the Global Setup menu, and then the Copy Phonebook submenu (see "Entering the Menu" on page 17).
2. Press **VOL/RING/ ^** or **VOL/RING/ v** to choose **One memory** or **All Memory**, and then press **SELECT/☒**.

If you choose **All Memory**, go to step 4.

3. Press **VOL/RING/ ^** or **VOL/RING/ v**, or the number keypad (0-9) to select the phonebook location you want to export and then press **SELECT/☒**.
4. Press **VOL/RING/ ^** or **VOL/RING/ v** to select the handset to which you want transfer the phonebook locations, and then press **SELECT/☒**.

If you choose **All Memory** in the step 2, **Are you sure?** appears.

Press **VOL/RING/ ^** or **VOL/RING/ v** to select **Yes**, and then press **SELECT/☒**.

The phonebook locations will be transferred to the handset. On the receiving handset, **Receiving** and the handset name appear. When the transfer complete, **Done!** appears on the handset.

System Reset

De-register the Handset

1. Enter the System Reset menu, and then the Deregister HS submenu (see "Entering the Menu" on page 17).
Which Handset? appears.
2. Press **VOL/RING/ ^** or **VOL/RING/ ~** to select the handset ID to be de-registered from the list, and then press **SELECT/☒**.
Deregister HS? appears.
3. Press **VOL/RING/ ^** or **VOL/RING/ ~** to select **Yes**, and then press **SELECT/☒**.
You will hear a confirmation tone.

When de-registration is complete, **Deregistration Complete** appears.

4. After de-registering the handset, move to "Replacing the Base Setting" below. ☑

Replacing the Base Setting

1. Enter the System Reset menu, and then the Replacing Base submenu (see "Entering the Menu" on page 17).
Replace base? appears.
2. Press **VOL/RING/ ^** or **VOL/RING/ ~** to select **Yes**, and then press **SELECT/☒**.
You will hear a confirmation tone.

The base information will be deleted.

When replacing the base is complete, **Place handset on main base to register** appears, register the handset to the new base (see page 44).

NOTE



Make sure to perform the Replacing Base after de-register the handset.

 **NOTES** 

- To set Autotalk, see page 19 or to set Anykey Answer see page 20.
- The handset microphone is located at the bottom of the handset. Position yourself as near to the handset as possible and speak clearly.
- If the line is in use by another handset(s), **Line In Use** appears in the display of all registered handset's display, that are not in use.



MAKING AND RECEIVING CALLS

From the Handset

This handset has a built-in speakerphone that allows you to have a hands-free conversation. This feature allows you to communicate easily while performing other tasks, such as cooking.  appears during hands-free conversations. 

You can easily switch a call from normal conversation to hands-free conversation.

To switch a call, press **SPEAKER** during the call.

	From the Handset	
	Normal conversation	Hands-free conversation
To answer a call 	Handset On the Cradle Pick up the handset (AutoTalk) or pick up the handset and press TALK/FLASH . Handset Off the Cradle Press any number key, */tone/ , or #/ (Any Key Answer), or press TALK/FLASH .	Handset Off the Cradle Press SPEAKER .
To make a call 	Handset Off the Cradle 1) Press TALK/FLASH . 2) Listen for the dial tone. 3) Dial the number. OR Dial the number, and then press TALK/FLASH .	Handset Off the Cradle 1) Press SPEAKER . 2) Listen for the dial tone. 3) Dial the number. OR Dial the number, and then press SPEAKER .

	From the Handset	
	Normal conversation	Hands-free conversation
To hang up	Press END or return the handset to the cradle (Auto Standby).	
To enter a pause within the dialing sequence	When you dial the number in standby mode, press REDIAL/PAUSE . P appears in the display, which represents a pause.	

From the Base (Receiving calls only)

1. Press **SPEAKER** and begin speaking. ✓
2. To hang up, press **SPEAKER**.

PLACING A CALL ON HOLD

1. During a call, press **HOLD/TRSF/INTCM** or **HOLD** on the base. The call will be put on hold. ✓
2. To talk to the caller, press **TALK/FLASH** or **SPEAKER** on a handset (or **SPEAKER** on the base). The phone will return back to the call.

REDIALING A CALL

The last three phone numbers dialed can be quickly redialed. ✓

Redialing from Standby Mode

1. Press **REDIAL/PAUSE** in standby mode.
2. Press **REDIAL/PAUSE** again. Each press of **REDIAL/PAUSE** will display one of the last three number redialed. ✓
3. Press **TALK/FLASH** or **SPEAKER**. The selected number is dialed.
4. To hang up, press **END**.

NOTES

Making and Receiving Calls

- The base microphone is located under the base. Position yourself as near to the base as possible.

Placing a Call on Hold

- You can hold a call for 5 minutes, when 5 minutes has passed, the call is disconnected and the phone returns to standby mode.
- While a call is on hold, CIDCW can not be received.
- For the handset, after 10 seconds of pressing **HOLD/TRSF/INTCM** or by pressing the **END** key, the handset display screen will read, **Line On Hold**.

Redialing a Call

- If the number exceeds 32 digits, only the first 32 digits are retained in redial memory.
- If the redial memory is empty, you will hear a beep.

Redialing from Talk Mode

1. Press **TALK/FLASH** or **SPEAKER**.
2. Press **REDIAL/PAUSE**. The last number dialed will be displayed and redialed. To hang up, press **END**.

Deleting a Redial Record

1. Press **REDIAL/PAUSE** in standby mode.
2. Press **REDIAL/PAUSE** repeatedly to display the number to be deleted.
3. Press **MENU/DEL**.
4. Press **VOL/RING/ ^** or **VOL/RING/ ~** to choose **Yes**.
5. Press **SELECT/☒**. The redialed number is deleted.

Storing a Redial Record

1. Press **REDIAL/PAUSE** in standby mode.
2. Press **REDIAL/PAUSE** repeatedly to display the number to be stored.
3. Press **SELECT/☒**.
Store/Edit Name appears.
4. To complete the setting, follow the steps 3-8 in "Storing Phone Numbers, Names, Distinctive Rings, and Speed dial" on page 33.

ADJUSTING THE HANDSET RINGER, EARPIECE AND SPEAKER VOLUME

You can adjust the handset ringer and earpiece/speaker volume separately.

Press the volume up key or volume down key (labeled as **VOL/RING/ ^** or **VOL/RING/ ~**) in standby mode to select one of three ringer volume (off, low, or high).

Pressing the volume up key or volume down key (labeled as **VOL/RING/ ^** or **VOL/RING/ ~** key) during a call will change the earpiece and speaker volume of the handset. This setting will remain in effect after the telephone call has ended.

DO NOT DISTURB (DND)

DND allows you to mute the ringer of the handset and the base at once. Additionally, if you have more than one handset, ringer for all handsets will be muted. To do this, in the standby mode, press and hold **DO NOT DISTURB** on the base. You will hear a confirmation tone and the **DO NOT DISTURB** LED right. To cancel ringer mute, press **DO NOT DISTURB** again. You can also mute the ringer tone while the phone is ringing by pressing **DO NOT DISTURB** on the base. ✓

To mute the ringer tone for each handset or the base temporarily, when the phone is ringing:

- Press **END** on a handset, or
- Press **▶PLAY/ ■ STOP** on the base.

The ringer tone will return to the previous setting starting with the next incoming call.

NOTES

Adjusting the Handset Ringer, Earpiece and Speaker Volume

- **Standby Mode** - The handset is not in use and **TALK/FLASH** has not been pressed.
- When you press volume up key (**VOL/RING/ ^**) in the maximum volume level or volume down key (**VOL/RING/ ~**) in the lowest volume level, an error tone sounds.

Do not Disturb (DND)


- Setting the DND to on while the answering system off, turns the Answering system on automatically. The Answering system setting will return to the original setting when you cancel the DND.
- If you press **ANSWER** when the DND and the answering system is on, both of the DND and the answering system will turn off.

MUTE MICROPHONE

With the handset

You can temporarily turn Off the microphone so that the person you are talking with cannot hear you.

1. Press **MENU/DEL** during talk mode (while phone is in use).
2. Press **VOL/RING/ ^** or **VOL/RING/ v** to move the pointer to **Mute** and then **SELECT/☒**.

Mute On and  appear in the display. To cancel muting, repeat above step again when Mute is set to on, **Mute Off** appears.

With the base

While using the base speakerphone, press **MUTE** on the base to turn Off the microphone. Press **MUTE** again or press **SPEAKER** to cancel muting.

NOTES

- The tone feature only applies when the dial mode is set to pulse. This special number can be stored in a memory location.
- This is referred to as Chain Dialing (see page 39).

TONE DIALING SWITCH-OVER

Some telephone companies use equipment that requires pulse dialing (sometimes referred to as rotary dialing). If you need to enter tone dialing digits, you can switch-over to tone dialing during the call. This feature is useful when you need tone dialing to use automated systems, for example, entering your bank account number after you have called your bank. ✓

Initially make your call with the pulse dialing mode. Once your call connects, press *** /tone/ <**. Enter the desired number. These digits will be sent as tone dialing. Once the call ends, the tone mode is canceled and pulse dialing mode resumes.

TRAVELING OUT-OF-RANGE

During a call, as you begin to move your handset too far from your base unit, noise may increase. If you pass the range limits of the base unit, you will hear a beep and see **Out of Range** on the display, and then the handset returns to standby mode. You may return back to the call if you move your handset within the range limits of the base and press **TALK/FLASH** or **SPEAKER** within 30 seconds.

CLARITY BOOSTER

If you encounter interference while using your phone, you can manually improve the sound by setting the Clarity Booster to on. **This works only when the phone is in use.**

1. Press **MENU/DEL** during talk mode (while phone is in use).
2. Press **VOL/RING/ ^** or **VOL/RING/ ~** to move the pointer to **Clarity Boost** and then **SELECT/☒**.
Boost On and **B** appear in the display. To turn Off the Clarity Booster, repeat above step again when the Clarity Booster is on, **Boost Off** appears.

PRIVACY MODE

Privacy Mode allows you privacy, and guarantee of no interruption from the base and other registered handsets. **This works only when the phone is in use.**

1. Press **MENU/DEL** during talk mode (while phone is in use).
2. Press **VOL/RING/ ^** or **VOL/RING/ ~** to move the pointer to **Privacy Mode**, and then **SELECT/☒**.
Privacy Mode On and **P** appear in the display.

NOTE**3-Way Conferencing**

- If you have more than one handset, the phone permits 4-way conversations, see “4-way Conferencing” on page 46 for details.

Flash and Call Waiting

- You must subscribe through your local telephone company to receive Call Waiting or Caller ID on call waiting service.

To exit the Privacy Mode, repeat above step again when the Privacy Mode is on. **Privacy Mode Off** appears.

3-WAY CONFERENCING

The phone permits 3-way conversations between the handset, base, and an outside line. ✓

When speaking on the handset

1. Press **SPEAKER** on the base to initiate the 3-way conversation.
2. To hang up, press **SPEAKER** on the base. The handset will still be connected to the call.

When speaking on the base

1. Press **TALK/FLASH** or **SPEAKER** on the handset to initiate the 3-way conversation.
2. To hang up, return the handset to the cradle, or press **END** key on the handset. The base will still be connected to the call.

FLASH AND CALL WAITING

If you have Call Waiting service and a call waiting tone sounds while you are on a call, press **TALK/FLASH** to accept the waiting call. There is a short pause, and then you will hear the new caller. To return to the original caller, press **TALK/FLASH** again. ✓

NEW MESSAGE LED

The new message LED on the handset is designed to work with your answering system. The LED flashes when you have new messages in your answering system. The LED stops flashing when all new messages are played back (see “Using your Answering System” on page 58).

PHONEBOOK

The Phonebook allows you to dial a number using just a few key presses. Your phone stores names/numbers in the phonebook memory location, and you can search names in alphabetical order. You have a total of 100 locations that can be used for the phonebook (including the speed dials) and Caller ID messages.

STORING PHONE NUMBERS, NAMES, DISTINCTIVE RINGS, AND SPEED DIAL

- When the phone is in standby mode, press .
The handset displays the following items:
(1st line) The number of the phonebook locations used
(2nd line) How to search (press the number keypad, **VOL/RING/ ^** or **VOL/RING/ ~**)
(3rd line) How to enter the storing operation (press the **SELECT/☒** key)
- Press **SELECT/☒**, **Store/Edit Name** appears.
- Enter the name (up to 16 characters) by using the number keypad (see the "Steps for Entering Names and Special Characters" on page 34).
If a name is not required, go to step 4.
<No Name> will be used as the name.
- Press **SELECT/☒** to store the name, **Store/Edit No.** appears.
- Press the number keypad to enter the phone number (up to 20 digits), press **SELECT/☒** to store the number.

NOTES

- Your phone has 100 memory locations for Caller ID messages or stored Phonebook numbers.
- When the memory is full, you will hear a beep and **Memory Full** appears. You cannot store names and numbers.
- The pause key counts as one digit. Pressing **REDIAL/PAUSE** more than once increases the length of the pause between numbers. Each pause represents a 2 second delay.

NOTES

- If you choose not to store a "Distinctive Ring", simply select the "No Selectn" option.
- Selecting a speed dial location where a number is already stored, releases the old number's speed dial setting. The new number will be stored in the speed dial location.
- If you choose not to store the name/number as a Speed Dial, simply select the "No Selectn" option.

6. **Distinctive Ring** appears. Press **VOL/RING/ ^** or **VOL/RING/ ~** to move the pointer to one of the Distinctive Ring options, and then press **SELECT/ ☒**.
7. **Speed Dial** appears. Press **VOL/RING/ ^** or **VOL/RING/ ~** to move the pointer to select the Speed dial location (10 locations: SPD1-SPD0).
8. Press **SELECT/ ☒**. You will hear a confirmation tone, and **Done!** appears in the display.

STEPS FOR ENTERING NAMES AND SPECIAL CHARACTERS

Refer to the letters on the number keys to select the desired characters. With each press of a number key (0-9), the displayed character appears in the following order:

upper case letters first, lower case letters next and finally the number corresponding to the key.

keys	Number of times key is pressed								
	1	2	3	4	5	6	7	8	9
1	1								
2 abc	A	B	C	a	b	c	2		
3 def	D	E	F	d	e	f	3		
4 ghi	G	H	I	g	h	i	4		
5 jkl	J	K	L	j	k	l	5		
6 mno	M	N	O	m	n	o	6		
7 pqrs	P	Q	R	S	p	q	r	s	7
8 tuv	T	U	V	t	u	v	8		
9 wxyz	W	X	Y	Z	w	x	y	z	9
0 oper	,	<	>	<	>	/	(blank)	-	-
	#	0	1	?	!	@	'	"	*


If you make a mistake while entering a name

Use *** /tone/ <** or **# />** to move the cursor to the incorrect character.

Press **MENU/DEL** to erase the wrong character, and then enter the correct character.

To delete all characters, press and hold **MENU/DEL**.

For example, to enter **Movies**:

1. When the phone is in standby mode, press .
2. Press **SELECT/☒**,
Store/Edit Name appears.
3. Press **6** once, and then press **# />** to move the cursor to the right.
4. Press **6** six times.
5. Press **8** six times.
6. Press **4** six times.
7. Press **3** five times.
8. Press **7** eight times.
9. When finished, press **SELECT/☒**.


To continue to store the telephone number, proceed to step 5 on page 33.

NOTE

If the next character uses the same number key, you must press **# />** to move the cursor over. Otherwise the next time you press the number key, it changes the character that was previously set.



VIEWING THE PHONEBOOK

Your phone stores names/numbers in the phonebook memory locations, and you can search names in alphabetical order. You can view the phonebook even while the phone is in use.

1. Press .
2. Press **VOL/RING/ ^** or **VOL/RING/ v**, or the number keypad to scroll through the phonebook locations. Phonebook locations appear in alphabetical order (from first to last when you press **VOL/RING/ v**, from last to first when you press **VOL/RING/ ^**).

You can also use letters on the number keys to select the first letter of the desired name. Press a number key (**2-9** and **0**) once for the first letter, press twice for the second letter, and so on. The first location that begins with the letter you entered appears.

For example, to search for "Movies", press **6** once. Press **VOL/RING/ ^** or **VOL/RING/ v**, until the phonebook location is displayed.

3. To finish the viewing operation, press **END** (or  during a call). 

NOTE

During a call, don't press **END** or the call will be disconnected.

MAKING CALLS USING THE PHONEBOOK

From Standby Mode

1. When the phone is in standby mode, view the phonebook location to dial (see “Viewing the Phonebook” on page 36).
2. Press **TALK/FLASH** or **SPEAKER**. The displayed number is dialed.
3. To hang up press **END**.


From Talk Mode

1. Press **TALK/FLASH** or **SPEAKER**.
2. View the phonebook location to dial (see “Viewing the Phonebook” on page 36).
3. Press **SELECT/☒**. The number in the displayed phonebook location is dialed.
4. To hang up press **END**.

SPEED DIALING

If you store a phone number in a speed dial memory location (10 locations: SPD1 - SPD0), you can use the speed dialing feature. When the phone is in standby mode, press and hold a number key (**0-9**) associated with the speed dial until the phone number appears and then press **TALK/FLASH** or **SPEAKER**. The number stored in the speed dial (SPD1 - SPD0) is dialed.

EDITING OR ERASING A STORED NAME, PHONE NUMBER, DISTINCTIVE RING, AND SPEED DIAL

1. When the phone is in standby mode, press .
2. Press **VOL/RING/ ^** or **VOL/RING/ v**, or the number keypad to view the phonebook locations (see “Viewing the Phonebook” on page 36).

a. Editing the Stored Data

1. When the phonebook location to be edited appears, press **SELECT/☒**. **Store/Edit Name** appears.
2. Follow the steps 3 to 7 under “Storing Phone Numbers, Names, Distinctive Rings, and Speed Dial” on page 33-34 to complete the editing operation.
3. Press **SELECT/☒**. You will hear a confirmation tone.

b. Deleting the Stored Data

1. When the phonebook location to be deleted appears, press **MENU/DEL**. **Delete Memory?** appears.
2. Press **VOL/RING/ ^** or **VOL/RING/ v** to move the pointer to **Yes**.
3. Press **SELECT/☒**. You hear a confirmation tone. **Deleted!** appears in the display.

CHAIN DIALING

The memory locations in the handset are not limited to phone numbers. You can also store a group of numbers (up to 20 digits), that you need to enter once your call connects. This is referred to as Chain Dialing.

An example of this is a bank account number. Store the account or special number in one of the phonebook locations. (Refer to “Storing Phone Numbers, Names, Distinctive Rings and Speed Dial” on page 33). When you call your bank, and you are prompted to enter the account number, scroll through your phonebook locations until you find your account or special number, and then press **SELECT/☒**.

CALLER ID

CALLER ID AND CIDCW (CALLER ID ON CALL WAITING)

You must subscribe to Caller ID services through your local telephone provider to use these features.

When the telephone rings, the Caller ID feature allows you to view the caller's name, and phone number along with the date and time of call. With CIDCW (Caller ID on Call Waiting), you will hear a call waiting tone while you are on a call, and the Caller ID data is displayed. To accept the waiting call, press **TALK/FLASH** (see page 32). ☑

NOTES

- If you answer a call before the Caller ID message is received (for example, before the second ring), the Caller ID message will not appear.
- When the call is received via a telephone company that does not offer Caller ID service, the caller's phone number and name does not appear. (This includes some international calls.)
- When the call is via a private branch exchange (PBX), the caller's phone number and name may not appear.
- Data errors appear as “**T**”.

Additionally, you can dial a number stored in the Caller ID list or save data to your Phonebook locations.

1. When the Caller ID message is received, the display shows the caller's phone number along with the date and time. The incoming call information is stored in the Caller ID record. If the Caller ID service includes the caller's name, the name will appear in the display (up to 15 characters).

You may receive any one of the following messages:

When invalid data is received
Incomplete Data

When a private name is received
Private Name

When a private number is received
Private Number

When an unknown name is received
Unknown Name

When an unknown number is received
Unknown Number

2. When you pick up the phone, the display changes to **Talk**. (AutoTalk feature is set to on).

! IMPORTANT !

Memory locations for Caller ID messages and Phonebook locations (including Speed Dials) are common, you can store up to 100 in total. A Caller ID message is not stored when you have stored 100 of the phonebook locations. The earliest Caller ID message is overwritten when you have stored 100 of the phonebook locations and Caller ID messages in total.

VIEWING THE CALLER ID LIST


The Caller ID list stores information for incoming calls - even unanswered calls.

You can store 100 of the Caller ID messages and Phonebook locations (including SpeedDials) in total. You can view the Caller ID list during a call or when the phone is in standby mode. **!**

1. Press **CID**.
The summary screen appears. The screen shows the number of new messages and total messages.


2. To view the Caller ID messages in historical order (from new to old or from old to new), repeatedly press **VOL/RING/** \sim . to scroll through the messages from the latest to the earliest, or **VOL/RING/** \wedge to scroll back through the messages.

To view the Caller ID messages with alphabetical search, press the number key pad (2-9 and 0) with the letter associated with the first letter of the desired message.

3. To finish the viewing operation, press **END** (or **CID** during a call). 

DELETING A CALLER ID MESSAGE

Deleting Information from the Caller ID List

1. When the phone is in standby mode, view the Caller ID information to be deleted (see "Viewing the Caller ID List" on page 40).
2. Press **MENU/DEL**. **Delete Caller ID** appears.
3. Press **VOL/RING/** \wedge or **VOL/RING/** \sim to choose **Yes**.
4. Press **SELECT/**  . You will hear a confirmation tone.

Deleting all Caller ID names/numbers

1. When the phone is in standby mode, press **CID**.
2. Press **MENU/DEL**. **Delete All?** appears.
3. Press **VOL/RING/** \wedge or **VOL/RING/** \sim to choose **Yes**.

NOTES

Viewing the Caller ID List

- Once you view the Caller ID list with alphabetical search, you cannot switch back to historical order (from new to old or from old to new) unless you exit and re-enter the operation.

Deleting a Caller ID Message

- Once the Caller ID data has been deleted, the information cannot be retrieved.
- **Standby Mode** - The handset is not in use and **TALK/FLASH** has not been pressed.
- **Talk Mode** - The handset is not in the cradle and **TALK/FLASH** or **SPEAKER** has been pressed enabling a dial tone. **Talk** appears on the display.

NOTES

- You cannot make a call from the Caller ID list if your phone is connected to a private branch exchange (PBX).
- When a long distance call has been set, **1** appears in the display.
- If a call comes in via a telephone system that does not offer Caller ID service, no information is stored.
- If the Caller ID message was received as a private/unknown number, or the message does not have the number, you cannot store the message in the Phonebook. If it was received as private/unknown name, the message will be stored as <No Name>.
- Even if the 100 memory locations are full, the message will be stored in the Phonebook. However, the message will be erased from the Caller ID list.

4. Press **SELECT/☒**. You will hear a confirmation tone.

USING THE CALLER ID MESSAGE LIST

Calling a party from the Caller ID list

From Standby mode

1. When the phone is in standby mode, view the Caller ID message (see "Viewing the Caller ID List" on page 40).
2. Press **TALK/FLASH** or **SPEAKER**. The displayed phone number dials automatically.

From Talk mode

1. Press **TALK/FLASH** or **SPEAKER**.
2. View the Caller ID message you want to dial (see "Viewing the Caller ID List" on page 40).
3. Press **SELECT/☒**. The displayed phone number will be dialed.

Long Distance calls and Area Code Setting/Cancellation

While the present Caller ID information is displayed, pressing ***/tone/<** will place or remove the prefix "1" in the display to set the call for a long distance call, or pressing **#/>** will set or cancel an area code (see page 23).

Storing Caller ID messages in the Phonebook

Messages shown in the Caller ID list can be stored in the phonebook. The phone number and name of the party on the Caller ID list can be stored in memory.

1. When the phone is in standby mode, view the Caller ID message to be stored. Then press **SELECT/☒**. **Store/Edit Name** appears.
2. To complete the setting, follow the steps 3-8 in "Storing Phone Numbers, Names, Distinctive Rings, and Speed Dial" on page 33-34.

CALL WAITING DELUXE FEATURES

Your phone gives you new options for call waiting. At the touch of a button, you can place the caller on hold, send them to your voice mail service, or conference them into your current call. You may be required to subscribe to Call Waiting and Call Waiting Deluxe to use these features. Not all features are available in all areas. Check with your local telephone company for details. ✓

1. When you receive a Call Waiting call, press **MENU/DEL** for a list of options.
2. Press **VOL/RING/ ^** or **VOL/RING/ ~** to select **CW Deluxe** and then press **SELECT/☒**.
3. Press **VOL/RING/ ^** or **VOL/RING/ ~** or the number keypad (1-7) to select an option.
4. Press **SELECT/☒**. A confirmation screen will appear, and returns back to the call.

Your phone is pre-programmed with seven call waiting options. You may select to ask the calling party to hold, send them a busy message, forward them to your voice mail, or answer and drop the first caller. You may also select to conference them into the current call or, at any time, choose to drop the first or drop the last caller. Check with your local telephone company for a full list of options.

NOTES

- To activate features, select **CW On/CWDX On** in the CIDCW option. See page 23.
- You can also answer a waiting call immediately by pressing **TALK/FLASH**, the first caller will be placed on hold. To return to the original caller, press **TALK/FLASH** again.
- If you don't press a key within 30 seconds while in the operation, the phone goes back to the original call.

! IMPORTANT !

- If you purchase a 43-3571 extra handset, please register the handset to the original/main base before use. The 43-3571 will not operate until it is registered.
- If you change a Global setting in one handset, you change that particular setting for all registered handsets. All other settings (not included under Global Setup), must be set separately through each handset.

NOTES

- All of the handsets ring when a call is received.
- An extra handset can be registered when the main base is in standby mode.
- **Standby Mode** - The handset is not in use and **TALK/FLASH** has not been pressed.

EXPANDING YOUR PHONE

4 Multi-Handset Expandability

Your phone supports up to 4 handsets. You can now place a fully- featured cordless handset anywhere AC power is available to connect the handset charger. !

Up to 2 handsets can be used for outside and/or intercom call.

Effective combination, for example:

- 4-way conferencing (the base, 2 handsets, and one outside line) while on an intercom call using the other 2 handsets.

REGISTER THE HANDSET TO THE BASE

If you purchase an extra handset, you need to register the handset to the base before use. Only one handset can be registered at a time. !

The handset ID for the supplied handset(s) was assigned by the factory, which has #1 in the display. When you register additional handset to the base, the handset ID will be assigned.

1. Before registering the extra handset, the battery pack **MUST** be charged for 15-20 hours.
2. Place the extra handset in the main base unit to begin registration.
3. While the handset is registering, **Handset Registering** will appear in the LCD.

When **Registration Complete** is displayed, the handset has been registered to the base. If **Registration Failed** appears, please try these steps again.

USING THE DIRECTLINK MODE

To use this feature, you must enter the two handsets into the DirectLink mode first. ✓

To enter the DirectLink mode, see page 17.

DirectLink call

1. When the phone is in the DirectLink standby mode, press **TALK/FLASH**.
2. Select the handset to which you wish to DirectLink with by pressing the number keys (1-4). Your handset will then page the other handset.
3. On the receiving handset, press **TALK/FLASH**, or if Any Key Answer is on, press any number key, ***/tone/< or #/>**.
4. When you finish your conversation, press **END** on either handset. Return the handset to the cradle, or press **MENU/DEL** and then **SELECT/☒** (canceling DirectLink mode).

NOTE

Two handsets can be in Direct Link mode while other handsets are in use. To use the 43-3571, register it to the original base.


NOTES

- If the party is busy or out of range, the handset returns to standby mode.
- If any of the following occurs while selecting the other handset (or the base), the operation will be canceled.
 - Press **TALK/FLASH** or **SPEAKER**.
 - Receive an outside/intercom call or page.
- When the party does not answer within one minute, the operation is canceled.
- **Standby Mode** - The handset is not in use and **TALK/FLASH** has not been pressed.

4-WAY CONFERENCING

Fourth person, at either the handset or the base, may be added to the conference call. For example, to add a fourth party to an ongoing conference call at the base or another handset, press **TALK/FLASH** on the fourth party's handset (or **SPEAKER** on the base). To remove either caller from your conversation, press **END** on the party's handset (or **SPEAKER** on the base). The other parties will still be connected to the call.

INTERCOM/CALL TRANSFER FEATURE

Intercom and Call Transfer features are available for your phone. 

Intercom

From handset to handset or to the base

1. Press **HOLD/TRSF/INTCM** in standby mode.
2. Select the base or the handset you want to talk with from the selection list within 30 seconds. To select the handset (or the base), press **VOL/RING/ ^** or **VOL/RING/ v**, and then press **SELECT/☒**. If you select **11**, all handsets and the base will be paged. An intercom tone sounds.
3. On the receiving handset (or the base), to answer the call, press **TALK/FLASH** or **HOLD/TRSF/INTCM** (or **INTCM/PAGE** or **SPEAKER** on the base). Or press any number key, ***/tone/<** or **#/>** (when Any Key Answer is on), or pick up the handset from the cradle (when AutoTalk is on).

4. To hang up the intercom call, press **END** on either handset (or intercom on the base).

From the base to a handset

1. Press **INTCM/PAGE** on the base in standby mode.
2. All the handsets will be paged.
3. On the receiving handset, to answer the call, press **TALK/FLASH** or **HOLD/TRSF/INTCM**. Or press any number key, *** /tone/ <** or **# / >** (when Any Key Answer is on), or pick up the handset from the cradle (when Auto Talk is on).
4. To hang up the intercom call, press **END** or **INTCM/PAGE** on the base.

Call Transfer Feature

From handset to handset or to the base

1. During a call, press **HOLD/TRSF/INTCM** on the handset.
2. Select a handset or the base to transfer the call within 10 seconds. (Refer to step 2 in the intercom section on page 46).
The call will automatically be placed on hold, and an intercom tone sounds.
To cancel the transfer, press **TALK/FLASH** or **SPEAKER** on the initiating handset.
3. On the receiving handset, to answer the page, press **TALK/FLASH** or **HOLD/TRSF/INTCM** (or **SPEAKER** or **INTCM/PAGE** on the base). Or press any number key, *** /tone/ <** or **# / >** (when Any Key Answer is on), or pick up the handset from the cradle (When Auto Talk is on).

4. To speak to the caller, press **TALK/FLASH** (or **SPEAKER** on the base) on the receiving handset.

From the base to a handset

1. During a call, press **INTCM/PAGE** on the base. The call will automatically be placed on hold, and an intercom tone sounds. All the handset(s) will be paged.
2. On the receiving handset, to answer the call, press **TALK/FLASH** or **HOLD/TRSF/INTCM**. The intercom mode is activated, but the caller is still on hold. Or press any number key, *** /tone/< or #/>** (when Any Key Answer is On), or pick up the handset from the cradle (when Auto Talk is on).
3. To speak to the caller, press **TALK/FLASH** on the receiving handset.

REPLACING THE BASE

If the base unit is replaced with a different base from this same series of cordless models, you must clear the handset(s) and base identification numbers. To do this, select "System Reset" from handsets display menu option list (see page 25 for guidance).

THE INTEGRATED ANSWERING DEVICE

The phone has a built-in answering system that answers and records incoming calls. You can also use your answering system to record a conversation, leave a voice memo message or to announce a special outgoing message to callers when you're away from your phone.

FEATURES

- Digital Tapeless Recording
- Up to 12 Minutes of Recording Time
- Call Screening On/Off
- Personal or Pre-recorded Outgoing Messages
- Voice Prompts for Menu Setup Guidance (English, Spanish, or French)
- Time and Day Announcement
- Remote Message Retrieval
- Toll Saver
- Conversation Recording
- Voice Memo
- Message Alert
- Hands Free Speaker Phone at Base

Digital Tapeless Recording allows you to quickly review, save, or delete the messages you choose. You will never have to worry about a tape wearing out, jamming, or resetting improperly.

The Integrated Answering System is easy and convenient to use, but please read through all of the instructions carefully.

TURNING THE ANSWERING SYSTEM ON/OFF

1. To turn the answering system On, press **ANSWER** in standby mode.

After the announcement "Answering System is on", the current greeting message will be played and you will hear a confirmation tone. The message counter displays the number of messages stored in memory. If the display flashes, then there are new messages waiting for you.

- To turn the answering system Off, press **ANSWER**. After the announcement "Answering System is off", the message counter display will no longer be illuminated.

SETTING UP YOUR ANSWERING SYSTEM

Setting your outgoing message (Greeting)

When you receive a call, the answering system automatically plays either the pre-recorded message or your own personal message (greeting).

Pre-recorded message

The following message is pre-recorded:

"Hello, no one is available to take your call. Please leave a message after the tone."

NOTES

- If you make an outside call, or a call is received on the base during the operation, the operation is canceled.
- Position yourself as near to the base as possible and speak clearly when recording your outgoing message.

Recording a personal outgoing message (Greeting)

You can record a greeting up to 30 seconds long (must be more than 2 seconds long).

- When the phone is in the standby mode, press and hold **OGM**.
- Start your recording after the announcement "Record greeting".

The message counter displays "- -", then begins to count down.

- When you have finished recording your greeting, press **OGM**, **SET**, or **▶PLAY/ ■ STOP**.

You will hear a confirmation tone and your recorded greeting plays back for you.

Choosing between the two outgoing messages

When the phone is in standby mode, press **OGM**. Press **OGM** again when the outgoing message is played. Each time **OGM** is pressed, the outgoing message is switched between the pre-recorded and the personal outgoing message.

Deleting an outgoing message

To delete the personal outgoing message, press **DELETE** while the message is playing. The system announces "Greeting has been deleted".

Setting the base ringer volume

Your base unit has four ringer options, 3 will display for high, 2 for medium, 1 for low and 0 for off.

1. When the phone is in standby mode, press **VOL/RING/ ^** or **VOL/RING/ v** repeatedly to scroll through ringer volumes. The ringer level is displayed and you will hear each volume level. The last ringer heard will be the volume setting, then the phone returns to standby mode.
2. You can also set the base ringer volume while the phone is ringing by pressing the **VOL/RING/ ^** or **VOL/RING/ v**.

Adjusting the speaker volume level

When the base speaker is in use, press **VOL/RING/ ^** or **VOL/RING/ v** on the base to adjust the volume. Press **VOL/RING/ ^** for louder or **VOL/RING/ v** for softer.

The number **1-10** appears on the base indicating the volume levels. 1 being the softest and 10 being the loudest.

NOTES

Answering System Settings

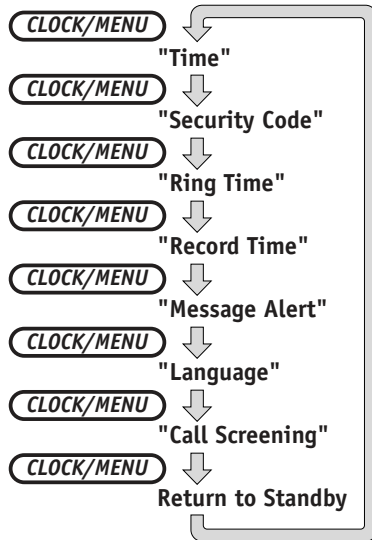
- For your convenience, voice prompts will guide you through the menu setup mode.
- To scroll through the menu options, repeatedly press **CLOCK/MENU** on the base in standby mode. The system returns to standby after the last menu option.
- A confirmation tone sounds to indicate standby mode.
- When you have completed the setting, press ► **PLAY/** ■ **STOP** to exit the menu mode, or **CLOCK/MENU** to move to the next menu option.
- You can also set these menus from the handset. See "Answering System Setup" on page 21 for instructions.

Setting the Time

Time stamp will not be heard until you have set the time.

Answering System Settings

To set the following seven functions you must enter the menu mode. ☑



Setting the Time

Follow these steps to set the clock on the answering system to the correct time. ☑

1. Press **CLOCK/MENU**.
2. Press ► **SKIP/SELECT** or ◀ **REPEAT/SELECT** until the correct day is announced and the corresponding number (from 1 Sunday to 7 Saturday) appears.
3. Press **SET** to select the day.
4. Press ► **SKIP/SELECT** or ◀ **REPEAT/SELECT** until you hear the correct hour setting. The numbers 1 through 12 appear on the base as each hour is announced.
5. Press **SET** to select the hour.

6. Press ► **SKIP/SELECT** or ◀ **REPEAT/SELECT** until you hear the correct minute setting.
The numbers 00 through 59 appears on the base as each minute is announced.
7. Press **SET** to select the minute.
8. Press ► **SKIP/SELECT** or ◀ **REPEAT/SELECT** until you hear the correct AM or PM setting.
The message counter displays **A** or **P**.
9. Press **SET** to select the AM/PM setting.
A confirmation tone sounds, the day and time you set are announced for your review.

Setting a PIN code

To play your messages from a remote location, you will need to enter a two-digit Personal Identification Number (PIN) code. To select a PIN code, perform the following steps:

1. Press **CLOCK/MENU** twice. The current PIN code appears on the base and it is announced.
2. Press ► **SKIP/SELECT** or ◀ **REPEAT/SELECT** until the desired number appears. Press and hold ► **SKIP/SELECT** or ◀ **REPEAT/SELECT** to quickly scroll through the numbers on the display.
3. Press **SET** to select the PIN code.
A confirmation tone sounds, the system announces the new PIN code.

Setting the ring time

The ring time setting allows you to set the number of rings the caller hears before your answering system plays the outgoing message. You can set the ring time to answer after two, four, or six rings. Setting "TS" (Toll Saver), the answering system picks up after two rings if you have new messages, and after four rings if there are none. This way, if you make a long distance call to check your messages, you can hang up after the second ring to avoid billing charges.

1. Press **CLOCK/MENU** three times.
The current ring time setting (2, 4, 6, TS (Toll saver)) appears on the base and it is announced.
2. Press **▶ SKIP/SELECT** or **◀ REPEAT/SELECT** until the desired ring time appears.
3. Press **SET** to select the new ring time.
A confirmation tone sounds, the system announces the new ring time.

Selecting the message record time

You have three record time options. The options "1 minute" or "4 minutes" set the duration for recording the incoming messages. "Announce only" answers the call with the preset greeting or your personal greeting but prevents the caller from leaving a message.

1. Press **CLOCK/MENU** four times.
The current recording time (1 minute, 4 minutes, R (Announce only)) appears on the base and it is announced.
2. Press **▶ SKIP/SELECT** or **◀ REPEAT/SELECT** until the desired message record time appears.

3. Press **SET** to select the new recording time.

A confirmation tone sounds, the system announces the new record time.

Announce only feature

The Announce only feature plays a pre-recorded outgoing message or your own personal outgoing message, but it will not allow the caller to leave a message. To set "Announce only", follow the steps on page 54. To choose between the pre-recorded message or your own personal greeting, press **OGM**, when the outgoing message is played. Press **OGM** to select the greeting of your choice.

If you want to use your own greeting, you may want to change your greeting to omit the prompt to leave a message. Refer to "Recording a Personal Outgoing Message (Greeting)" on page 50.

The following message is pre-recorded:

"Hello, no one is available to take your call. Please call again."

Setting the message alert

Message Alert feature lets you know when you have a new incoming message by sounding a short alert tone.

If you set the Message Alert On, and when a new message is received, the alert tone will sound every 15 seconds. Set the Message Alert to On or Off by using **CLOCK/MENU**.

1. Press **CLOCK/MENU** five times. The current setting (On or Off) appears on the base and it is announced.
2. Press **▶ SKIP/SELECT** or **◀ REPEAT/SELECT** to choose **ON** or **OFF**.

3. Press **SET**.

A confirmation tone sounds, the system announces the current setting you have selected. When the first new message is received, the alert tone will begin to sound.

Turning the message alert tone Off by pressing any key

To quickly turn Message Alert tone to Off, press any key on the base unit and the tone will automatically deactivate.

Turning the message alert tone Off when you are away from your phone


When all new messages are played back using the remote playback feature (see pages 62) the Message Alert tone will automatically deactivate. The tone will not deactivate until all new messages are played back.

Selecting the language

You can select the Language of your answering system announcements to English, French, or Spanish.

1. Press **CLOCK/MENU** six times.
The current setting (“E” English, “F” French, or “S” Spanish) appears on the base, and it is announced (“English” English, “Français” French, or “Español” Spanish).
2. Press **▶ SKIP/SELECT** or **◀ REPEAT/SELECT** to select the language.
3. Press **SET**.
A confirmation tone sounds, the system announces the new setting in the selected language.

Setting the call screen

You can screen calls when the Call Screen function is set to On. 

1. Press **CLOCK/MENU** seven times.
The current Call Screen setting (On or Off) appears on the base and it is announced.
2. Press **▶ SKIP/SELECT** or **◀ REPEAT/SELECT** to choose **On** or **Off**.
3. Press **SET**. A confirmation tone sounds, and the system announces the new setting.

Screening a call

From the base

To screen an incoming call, do the steps as follows:

1. After the answering system answers, the base speaker will let you hear the calls as the machine records the message. To adjust the volume, press **VOL/RING/ ^** or **VOL/RING/ v**. If you set the answering system to Off, you cannot screen a call.

To mute the call screen temporarily, press **▶ PLAY/ ■ STOP** when the system is answering.

2. To answer the call, press **SPEAKER** or pick up the handset from the base (when AutoTalk is set to On). If the handset is away from the base, press **TALK/FLASH**, **SPEAKER** or any number key, ***/tone/<** or **#/>** (when Any Key Answer is set to On). The answering system will disconnect automatically.

NOTES

- If you mute the ringer, you can not screen the call.
- If you press **TALK/FLASH**, call screen will be canceled and the handset is put in talk mode.

NOTES

Screening a call

- If you press **SELECT/☒** while another handset is screening a call, you will hear a beep and you can not screen a call.

Playing your messages

- Time stamp will not be heard until you have set the time.

From the handset

1. Press **SELECT/☒** when the system is answering.
2. To answer the call, press **TALK/FLASH**, otherwise press **END** to cancel the call screen and the system return to standby mode.

To mute the call screen temporarily, press **END** when the system is answering.

USING YOUR ANSWERING SYSTEM

The message counter displays the number of messages stored in memory. If the display flashes, then there are new messages waiting for you. The answering system is designed to play your new messages first. After you play all your new messages, you can then play your old messages.

Playing your messages

1. When the phone is in standby mode, press **▶ PLAY/■ STOP**.

The system announces the number of new and old messages while the message counter displays only the number of new messages. The time and day that each message was received is announced after the message is played. The message counter will then display the number of current stored messages. ✓

2. When all new messages have been played, you hear a confirmation tone and the system announces "End of messages." The system returns to standby. After you have reviewed your new messages, you can play your old messages by pressing ► **PLAY/ ■ STOP** again. Once you have listened to a new message, it then becomes an old message. The old messages will be played in the order in which they were received.

Repeating a message

1. Press ► **PLAY/ ■ STOP** to review your messages. The number of stored messages is announced.
2. To repeat the current message, press ◀ **REPEAT/SELECT** after a few seconds of beginning the message. To quickly scroll backwards through a message, press and hold ◀ **REPEAT/SELECT**. To repeat the previous message, press ◀ **REPEAT/SELECT** within a few seconds (about 4 seconds during remote operation) after a message begins playing. If you have several messages, press ◀ **REPEAT/SELECT** repeatedly until you return to the message you want to replay. If the current message is the first new message, the system plays back from the beginning of the current message (it does not go back into the old message group).
3. Press ► **PLAY/ ■ STOP** at any time to stop reviewing messages and return to standby. The message counter shows the number of messages stored in memory.

Skipping a message

1. Press ► **PLAY/■ STOP** to review your messages. The number of stored messages is announced.
2. Press ► **SKIP/SELECT** at anytime to skip to the next message.
Each time ► **SKIP/SELECT** is pressed, the system scans forward one message. If you have several messages, press ► **SKIP/SELECT** repeatedly to find the message you want to play.
To quickly scroll through a message, press and hold ► **SKIP/SELECT**. The system advances through the playback at double speed.
3. Press ► **PLAY/■ STOP** at anytime to stop reviewing your messages and return to standby.
The message counter shows the number of messages stored in memory.

NOTE

When the answering system is full, **F.L** appears on the base. You should delete some messages so that the system can record new messages.

! IMPORTANT !

When you press **DELETE**, you are permanently deleting the message. Once deleted, the message cannot be replayed or retrieved.

Deleting a message


To maintain maximum record time, delete the old messages. ✓

1. Press ► **PLAY/■ STOP** to review your messages.
2. Press **DELETE** at anytime during the message to delete the message. You hear a confirmation tone and the message is deleted.
3. To delete all messages, press **DELETE** in standby mode. Press **DELETE** again after the announcement "To delete all messages, press delete again." !

When you try to delete all messages without first listening to your new messages, you hear several short beeps followed by an announcement "Please playback all messages".


This protects you from accidentally erasing messages you have not yet reviewed.

Voice memo

The voice memo function allows the user to record messages (more than 2 seconds and within 4 minutes). 

1. Press and hold **MEMO/REC**. You hear a beep.
2. Start your recording after the announcement "Record Memo Message" and a confirmation tone. The message counter displays "- -".
3. When you have finished, press **MEMO/REC**, **▶PLAY/■STOP**, or **SET** to stop recording.
The system returns to standby.

Recording a conversation

You can record a conversation from the handset or the base (more than 2 seconds and within 10 minutes). 

From the handset

1. During a conversation, press **MENU/DEL** on the handset.
2. Press **VOL/RING/ ^** or **VOL/RING/ ~** to select **Call Record**, and then press **SELECT/☒**.
Recording a Call appears on the handset, and "- -" flashes on the base. A confirmation tone, that can be heard by both parties, sounds during recording.

NOTES

Voice memo

- The voice memo messages are recorded as an incoming messages.
- When the answering system is full, **F L** appears on the display and recording is terminated.
- If an outside call is received during the operation, the operation is canceled.

Recording a conversation

- Every state has different regulations governing the recording of conversations over the telephone. Make sure to check your local, state and federal laws before using this product to record any telephone conversation in order to determine that your use is in compliance with such laws or guidelines.
- You cannot record 3-way or intercom conversations.
- When the answering system becomes full, **F L** appears on the display and recording is terminated.

NOTES


- Time stamp will not be heard until you have set the time. See "Setting the Time" on page 52.
- The system will only playback messages for four minutes and then it returns to the command waiting mode. To continue playing your messages, press 0 then 2 again within 15 seconds.
- If you enter an incorrect PIN code three times, you will hear a beep and the system will return to standby.
- During the remote operation, "**Line Remote**" appears on the handset.
- If the answering system is recording an incoming message, the recording operation is canceled when you start remote operation.

3. To stop recording, press **MENU/DEL** and **VOL/RING/∧** or **VOL/RING/∨** to select **Call Record**, and then press **SELECT/☒**. You will hear a confirmation tone.

From the base

1. During a conversation using the base speaker phone, press and hold **MEMO/REC** on the base until you hear a confirmation tone. The unit begins recording and "- -" flashes on the display. A confirmation tone, that can be heard by both parties, sounds during recording.
2. To stop recording, press **▶PLAY/■STOP** or **MEMO/REC**. You hear a confirmation tone.

REMOTE OPERATION

You can check, play, or delete messages, even record a new greeting message from a remote location (when you are away from home, or from another room using a handset). Additionally, you can turn On or Off your answering system remotely. 

Remote access away from home

You can operate your answering system from a remote location using any touch-tone telephone.

1. Call your telephone number and wait for the system to answer. If the answering system is off, it will answer after about 10 rings and sounds a series of beeps.
2. During the greeting message (or a series of beeps when the answering system is off), press 0 and enter your PIN code within 2 seconds (see "Setting a PIN Code" on page 21 or 53).

3. The answering system announces the current time and the number of messages stored in memory. You hear "To play incoming messages, press zero-two. For help, press one-zero". You will hear a beep.
4. Enter a command within 15 seconds, each command there after must be entered within 2 seconds. You may select a command from the following chart:

Command	Function
0 then 1	Repeat a Message ✓
0 then 2	Playing incoming Messages
0 then 3	Skipping a Message
0 then 4	Deleting a Message
0 then 5	Stop Operation ✓
0 then 6	Answering System On
0 then 7	Memo Record/Stop ✓
0 then 8	Greeting Message Record/Stop ✓
0 then 9	Answer System Off
1 then 0	Help Guidance

5. After the command has finished, you hear intermittent beeps indicating that the system is in the command waiting mode. You may enter another command at this time from the chart above.
6. When you are finished, hang up to exit the system. The answering system automatically returns to standby.


NOTES

- For Repeat a Message function, press **0** then **1** within about four seconds to repeat the previous message, or press **0** then **1** after about four seconds to repeat the current message.
- For Memo Record and Greeting Message Record function, the first time you enter the corresponding command, it starts the Recording function. If you want to stop the recording, press **0** then **7** or **8**, or **0** then **5**.

NOTES





- If you press **END** before the answering system answers, the phone will return to standby.
- When the answering system does not answer within 6 seconds, you hear a beep and the phone will return to standby.
- The base's keypad is disabled during remote operation.
- When you receive a call, the remote operation is canceled.
- You can change the handset volume during a remote operation.
- During the remote operation **—** appears on the base.
- If you have new messages and old messages, only the new messages will be played. After you have reviewed your new messages, you can play your old messages by again pressing **▶/2**.

Remote access with the handset

You can operate your answering system from another room using a handset. 

1. When the phone is in the standby mode, press **SELECT/☒** on the handset. **Remote Answering Machine operation** appears on the handset display. The answering system announces the current time and the number of messages stored in the memory. Messages will be played in the order in which they were received. The time and day that each message was received is announced after the message is played.
2. You hear "To play incoming messages, press two. For help, press zero". You will hear a beep.
3. Enter a command within 30 seconds. You may select a command from the following chart:

Remote Key Function

◀/1	Repeat a Message 
▶/2	Playing incoming Messages
▶/3	Skipping a Message
/4	Deleting a Message
■/5	Stop Operation 
6	Answering System On
7	Memo Record/Stop 
8	Greeting Message Record/Stop 
9	Answer System Off
0	Help Guidance

4. After the command has finished, you hear intermittent beeps indicating that the system is in the command waiting mode. You may enter another command at this time from the chart above.
5. When you are finished, hang up or press **END** to exit the system. The answering system automatically returns to standby.

NOTES

- For Repeat a Message function, press ◀/1 within about four seconds to repeat the previous message, or press ◀/1 after about four seconds to repeat the current message.
- For Memo Record and Greeting Message Record function, the first time you enter the corresponding command, it starts the Recording function. If you want to stop the recording, press 7 or 8, or 0 then 5.

INSTALLING THE BELTCLIP

To attach the beltclip

Insert the beltclip into the holes on each side of the handset. Press down until it clicks.

To remove the beltclip

Pull either side of the beltclip to release the tabs from the holes.

USING A HEADSET

You can make or answer calls with hands-free convenience using an optional headset that has a $\frac{3}{32}$ -inch (2.5-mm) plug. RadioShack has a variety of headsets available.

To connect the headset, gently flip open the rubber headset jack cover on the side of the handset, then insert the headset's plug into the jack.

Connecting a headset disconnects the handset's earpiece and microphone.

VOL/RING/ ^ or **VOL/RING/** v on the handset also controls the headset's volume.

With a headset connected, you can make or answer calls as usual using the keys on the handset.

When you finish using the headset, disconnect it from the handset and close the rubber cover to protect the jack.

NOTES

- If you place the handset on the base to recharge it while the headset is connected, be sure the handset seats properly.
- You can use a headset holder (available from your local RadioShack store) to hang the handset on your belt for greater convenience when using a headset.

TROUBLESHOOTING

If your phone is not performing to your expectations, please try these simple steps first

Symptom	Suggestion
The CHARGE LED won't illuminate when the handset is placed in the cradle.	<ul style="list-style-type: none"> • Make sure the AC adapter is plugged into the base and wall outlet. • Make sure the handset is properly seated in the cradle. • Make sure the charging contacts on the handset and the base are clean.
The audio sounds weak.	<ul style="list-style-type: none"> • Move the handset and/or base to a different location away from and/or scratchy metal objects or appliances and try again. • Make sure that you are not too far from the base.
Can't make or receive calls.	<ul style="list-style-type: none"> • Check both ends of the base telephone line cord. • Make sure the AC adapter is plugged into the base and wall outlet. • Disconnect the AC adapter for a few minutes, and then reconnect it. • Remove the base ID (see "Replacing the Base Setting" on page 25) and register the handset (see "Register the Handset to the Base" on page 44). • Make sure that you are not too far from the base. • If an outside call is already established, you cannot make another outside call.
The handset doesn't ring or receive a page.	<ul style="list-style-type: none"> • Charge the batteries in the handset for 15-20 hours by placing the handset on the base or charging cradle. • The handset may be too far away from the base unit. • Place the base unit away from appliances or metal objects. • Remove the base ID (see "Replacing the Base Setting" on page 25) and register the handset (see "Register the Handset to the Base" on page 44).

Symptom	Suggestion
Unavailable appears in the display.	<ul style="list-style-type: none"> • Make sure that another handset(s) or the base is not in use, and try the phone again. • Make sure that you are not too far from the base.
Severe noise interference.	<ul style="list-style-type: none"> • Keep the handset away from microwave ovens, computers, remote control toys, wireless microphones, alarm systems, intercoms, room monitors, fluorescent lights, and electrical appliances. • Move to another location or turn off the source of interference.
The Caller ID does not display.	<ul style="list-style-type: none"> • The handset was picked up before the second ring. • The call was placed through a switchboard. • Call your local telephone company to verify your Caller ID service is current.
You cannot register the handset at the base.	<ul style="list-style-type: none"> • Charge the battery pack for 15-20 hours. • Remove the base ID (see "Replacing the Base Setting" on page 25) and register the handset (see "Register the Handset to the Base" on page 44).
The handset doesn't communicate with another handsets.	<ul style="list-style-type: none"> • Remove the base ID (see "Replacing the Base Setting" on page 25) and register the handset (see "Register the Handset to the Base" on page 44). • Make sure that you have registered all handsets.
The handset or the base can't join the conversation	<ul style="list-style-type: none"> • Make sure there are not 2 handsets already using the 3-way conference feature. • When recording a conversation, the 2nd handset (or the base) cannot join the conversation.
The answering system does not work.	<ul style="list-style-type: none"> • Make sure the base unit is plugged in. • Make sure that the answering system is turned on. • Make sure that the message record time is not set to Announce only (see page 55).
Messages are incomplete.	<ul style="list-style-type: none"> • The incoming messages may be too long. Remind callers to leave a brief message. • The memory may be full. Delete some or all of the saved messages.

Symptom	Suggestion
After a power failure, the outgoing message is deleted.	<ul style="list-style-type: none"> Record your greeting again. The default message should remain.
No sound on the base unit speaker during call monitoring or message playback.	<ul style="list-style-type: none"> Adjust the speaker volume on the base unit. Make sure the call screen feature is set to On.
Cannot access remote call-in features from another touch-tone phone.	<ul style="list-style-type: none"> Make sure you are using the correct PIN number. Make sure that the touch-tone phone you're using can transmit the tone for at least two seconds. If it cannot, you may have to use another phone to access your phone.
Time stamp cannot be heard.	<ul style="list-style-type: none"> Make sure you have set the time (see "Setting Day and Time" on page 23 or "Setting the Time" on page 52).

If you still have problems, disconnect the phone. If other phones on the same line work properly, the fault is in this phone or its installation. If you cannot find the problem, take the phone to your local RadioShack store for assistance.

CARE

Keep the phone dry; if it gets wet, wipe it dry immediately. Use and store the phone only in normal temperature environments. Handle the phone carefully; do not drop it. Keep the phone away from dust and dirt, and wipe it with a damp cloth occasionally to keep it looking new.

SERVICE AND REPAIR

If your phone is not performing as it should, take it to your local RadioShack store for assistance. To locate your nearest RadioShack, use the store locator feature on RadioShack's website (www.radioshack.com), or call 1-800-The Shack (843-7422) and follow the menu options. Modifying or tampering with the phone's internal components can cause a malfunction and might invalidate its warranty and void your FCC authorization to operate it.

Limited One-Year Warranty

This product is warranted by RadioShack against manufacturing defects in material and workmanship under normal use for one (1) year from the date of purchase from RadioShack company-owned stores and authorized RadioShack franchisees and dealers. EXCEPT AS PROVIDED HEREIN, RadioShack MAKES NO EXPRESS WARRANTIES AND ANY IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO THE DURATION OF THE WRITTEN LIMITED WARRANTIES CONTAINED HEREIN. EXCEPT AS PROVIDED HEREIN, RadioShack SHALL HAVE NO LIABILITY OR RESPONSIBILITY TO CUSTOMER OR ANY OTHER PERSON OR ENTITY WITH RESPECT TO ANY LIABILITY, LOSS OR DAMAGE CAUSED DIRECTLY OR INDIRECTLY BY USE OR PERFORMANCE OF THE PRODUCT OR ARISING OUT OF ANY BREACH OF THIS WARRANTY, INCLUDING, BUT NOT LIMITED TO, ANY DAMAGES RESULTING FROM INCONVENIENCE, LOSS OF TIME, DATA, PROPERTY, REVENUE, OR PROFIT OR ANY INDIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES, EVEN IF RadioShack HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

Some states do not allow limitations on how long an implied warranty lasts or the exclusion or limitation of incidental or consequential damages, so the above limitations or exclusions may not apply to you.

In the event of a product defect during the warranty period, take the product and the RadioShack sales receipt as proof of purchase date to any RadioShack store. RadioShack will, at its option, unless otherwise provided by law: (a) correct the defect by product repair without charge for parts and labor; (b) replace the product with one of the same or similar design; or (c) refund the purchase price. All replaced parts and products, and products on which a refund is made, become the property of RadioShack. New or reconditioned parts and products may be used in the performance of warranty service. Repaired or replaced parts and products are warranted for the remainder of the original warranty period. You will be charged for repair or replacement of the product made after the expiration of the warranty period.

This warranty does not cover: (a) damage or failure caused by or attributable to acts of God, abuse, accident, misuse, improper or abnormal usage, failure to follow instructions, improper installation or maintenance, alteration, lightning or other incidence of excess voltage or current; (b) any repairs other than those provided by a RadioShack Authorized Service Facility; (c) consumables such as fuses or batteries; (d) cosmetic damage; (e) transportation, shipping or insurance costs; or (f) costs of product removal, installation, set-up service adjustment or reinstallation.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

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